

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Important Legal Information

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This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

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CONTENT RATED BY

ESRB

LICENSED BY



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BASIC BATTLE CONTROLS

R Button

Evade Movement / Substitution Jutsu
(Sidestep to the right)

L Button

Evade Movement / Substitution Jutsu
(Sidestep to the left)

+Control Pad / Control Stick



Z Button

Change the opponent you attack during Multi Player battles

A Button

Ninjutsu or Powerful Attack

B Button

Taijutsu or Less Powerful Attack

X Button

Special Jutsu if pressed when the Chakra gauge is full (see page 16)

Y Button

Throw Opponent

START/PAUSE

Pause Game

C Stick

Bring opponent back to center of arena during Training Mode

Menu Controls

Control Stick: Choose Menu Option

+Control Pad: Choose Menu Option

A Button: Select Menu Option

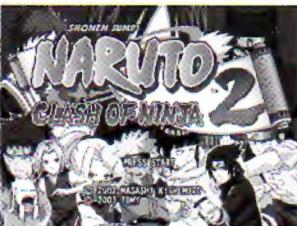
B Button: Cancel Menu Option

STARTING THE GAME

Insert the Game Disc into the Nintendo GameCube™, plug the Nintendo GameCube™ Memory Card into Slot A, close the Disc Cover and turn the POWER Button "ON". The opening movie will begin after this process. Press START during the movie to access the Title Screen.

Getting Started

If you press START while the Title Screen is displayed, you will enter the Game Mode Screen. Using the Control Stick, select a mode and press the A Button to confirm your selection. If there is Saved Data, the game will automatically begin from the Saved Data.



Saving the Game / Memory Cards

To save progress in the game, go to the Memory Card Mode in the Game Settings. Please see page 12 for details. To save the game, you will need at least 2 free Blocks of space on the Memory Card inserted into Slot A. If Saved Data exists, the game will automatically begin from the Saved Data. To erase the files on the Memory Card or to initialize Memory Cards, please refer to the Nintendo GameCube™ hardware manual.

Using Progressive Scan Mode

In order to activate Progressive Scan Mode, start pressing the B Button when the Nintendo GameCube™ logo is displayed (or while the logo is being displayed), until a message, "Do you want to display the game in progressive mode?" comes up.

Please note: Some brands of televisions, progressive output will set and fix the TV to 16:9 display mode.

GAME MODES

There are six modes in the game: Single Player, Multi Player, Training, Story, Game Settings and Shopping.

Select the mode you wish to play with the Control Stick and press the A Button to confirm your selection.

Selecting Stages and Handicaps

Depending on the mode you play, you will be able to adjust the number of battle stages, the strength of the character's attacks and various handicaps (only if you have purchased Handicap Settings at the Shop).

Tap the Control Stick Left and Right to select the stages and tap the Control Stick Down to select Handicap Settings. Press the A Button to confirm your selection.

On the Handicap Screen, each player is given 5 points each in order to set the handicap.



SINGLE PLAYER

Select a character to control and try to clear 10 stages.

Select your Character



With the Control Stick, select a character to control and press the A Button to confirm your selection. Press the Y Button to change the characters to alternate colors. Your opponent will be selected automatically.

Enter Battle

A second player can use a Nintendo GameCube Controller plugged into Controller Socket 2 to join a single player battle.

• VS Computer (CPU) •

In this mode, you will battle against a character controlled by the computer (CPU).

You will be able to select the character that the computer will use, and you will also be able to select the stage and handicap for the battles. The game will end after one match.

• Survival •

In this mode, you will battle for as many consecutive wins as possible against the computer controlled characters. The matches consist of a one point match, and even if you win, your health points will not completely recover; health will recover based on how much time is remaining after the match.

• Time Attack •

In this mode, you will battle against time. Health Points will completely recover as you win battles. The mode will end after you defeat 10 characters. The faster the player defeats the 10 characters, the higher their ranking will be.

MULTIPLAYER

• 2 Player VS Mode •

In this two player mode, you can battle using preferred battle conditions. Make sure Controller 2 is plugged into the Nintendo GameCube before playing.

Select a Character



The players will each select a character to use in battle.

Select a Stage and Handicap



Tap the Control Stick Left or Right to select the battle stage, and use the Handicap Selection Screen to select the handicap.

See Battle Results

After the second battle, the player's number of wins and consecutive wins will be displayed in the top area of the battle screen.

• Battle with 4 Players •

In this mode, 1-4 players can battle simultaneously.

There are various combinations such as:

1 Player & 3 CPU characters (1P VS CPU, CPU, CPU)

2 Players & 2 CPU characters (1P, 2P VS CPU, CPU)

3 Players (1P VS 2P VS 3P)

4 Players (1P VS 2P VS 3P VS 4P)

Determine the number of Players

Tap the Control Stick Up or Down to select the number of players. The number of players displayed will correspond to the number of Controllers connected. Make sure to connect the Nintendo GameCube Controllers in order from Controller Socket 1!

Selecting Characters



Each player will select a character to control. In this mode, you will need more than three characters to battle. If there are not enough characters, the computer will control the remaining number of characters. Once

all characters have been selected, you will move to Team Selection.

Note 1: Pressing START after three characters have been selected in a 4P VS Mode match will allow for games with only three players.

Note 2: In Multi Player mode, you will not be able to select more than 2 characters that are the same.

Team Selection



Organize and form teams for battle. In 4P VS mode, the four players are initially on separate teams, but you will be able to move characters and form teams. Up to three people can be on the same team. Team

Selection for CPU characters will be done at the end.

Stage Handicap Selection

Next, the Stage Selection screen will be displayed. If you select Handicap Selection, a handicap setting screen will be displayed. After selecting the handicap, press START to begin the match.

Time to battle!

The color of the arrow shown at the bottom of the characters' feet represents your opponent. Using the Z Button, you can change the opponent you attack.

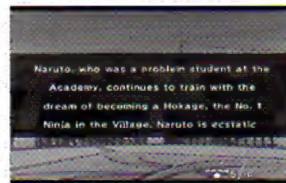
The color of the arrow is the same color as the team scroll. Characters on the same team will not get hit by each other's attacks or get in each other's way.

TRAINING

In this mode, you will be able to practice your techniques.

Button commands you input will be displayed, and the opponent will not attack. Press START to display the playing conditions.

STORY MODE



In this mode, you follow the storyline as the main character, Naruto Uzumaki. What trials await Naruto and his friends who have graduated from the Ninja Academy? The Story Mode is filled with excitement, from

one-on-one battles to 3 VS 1 battles. Will you be able to clear all of them and become a full-fledged Ninja?!

Note: You can change the strength of the opponent characters in the Game Settings.

Some items may appear while fighting in Story Mode.



Dumplings: Your HP will slightly recover.



Ramen: Your HP will greatly recover.



Scrolls: The character will power up (even if you receive attacks, you will not stumble, or lean back).

Saving and Loading in Story Mode

In the Story Mode, you can save the game when START is pressed during battle and the player selects to end the battle, or when the game is over.

When Auto Save is OFF, you will need to save the game play of the story under Game Settings. When starting Story Mode, you will be able to select from the following three options:

- From the beginning – Play the story from the beginning.
- Continue – Continue playing from saved game play.
- Select Story – Play a story you have already cleared.

GAME SETTINGS

Change game settings, rules, and view playing data of each mode.

SAVING AND LOADING THE GAME



Select the Memory Card heading under Game Settings to save Game Data. Selecting Load will allow you to load and replay saved Game Data. If Auto Save is ON, it is not necessary to manually save game play.

SHOPPING

In *Naruto: Clash of Ninja 2*, there is a special shop. The more you play the game, the more you can enjoy this shop.

Save money



Depending on the mode, you will acquire money when you win battles. The amount of money acquired will change based on how you battle.

Go shopping



Move the cursor to select items you wish to purchase and press the A Button. Once you confirm your purchase, you will not be able to sell what you have bought.

Purchase various items

Hidden stages, hidden modes, and hidden characters that the player can use are also sold in the shop.

SPECIAL TIP: If you have the previous installment, *Naruto: Clash of Ninja ...!*

If you have Saved Data from the previous game, *Naruto: Clash of Ninja*, copy the data onto a Memory Card containing *Naruto: Clash of Ninja 2* data, insert it into Memory Card Slot A, turn the POWER "ON," and visit the shop. Something good will surely happen!

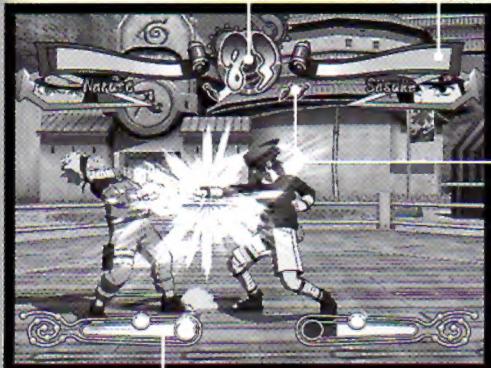
BATTLE SCREEN

TIME REMAINING

Display in seconds the time remaining in the match. If desired, match length can be changed in Options.

HEALTH GAUGE

Displays the character's health.



OF WINS

Display the number of rounds won.

CHAKRA GAUGE

Players use up Chakra to use Substitution Jutsu, special techniques, and to provoke opponents. The gauge fills up as the player misses moves, gives or receives damage, and guards or makes the opponent guard. The gauge fills up faster when the player is low on health. The gauge must be filled halfway to use Substitution Jutsu and must be filled completely to use Special Jutsu.

RULES OF BATTLE

Matches consist of 3 rounds. The first player to win 2 rounds is declared the victor (this can be changed in Options). When a player is reduced to no health, he is defeated, but if time expires, the player with more health remaining wins the round. Both players are awarded a win if time expires and their health is equal. A tie score after 3 rounds will result in a final round occurring. If the score is still tied after this final round, the player that started the game is declared the winner. In 4 Player games, it will be a draw and will return to Character Selection.

COMBO LIST

Pressing START during play will take you to the Pause Menu. Here you can go to the Combo List to see the combos available for the character being used. Select Resume to continue the match, or select End to exit the current fight.



ADVANCED MOVES

Step/Run



To Step, hold the Control Stick Left or Right

To Run, double tap the Control Stick Left or Right

Double Jump



To Double Jump, tap the Control Stick Up while jumping.

Avoid Knockdown

If you press the A Button or B Button immediately before being defeated, you will evade knock down and will swiftly rise to your feet.

Evade Movement

If you press the R Button or L Button during battle, your character will conduct an evade move around the opponent.

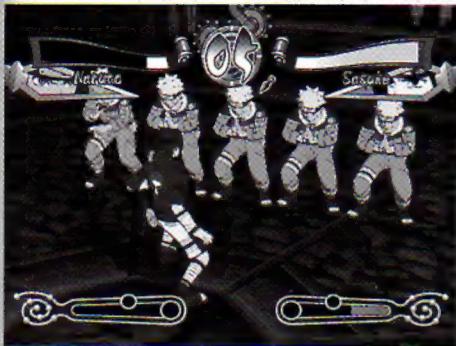
Substitution Jutsu



If you press the R Button or L Button while you are receiving damage from the opponent's attack, you will be able to use Substitution Jutsu. It can only be used when Chakra fills up to the small circle in the middle of the Chakra Gauge.

Example: Press the R Button or L Button while receiving damage. Use Substitution Jutsu to create the illusion of a log in front of your opponent. Run towards the back of your opponent and Counter Attack.

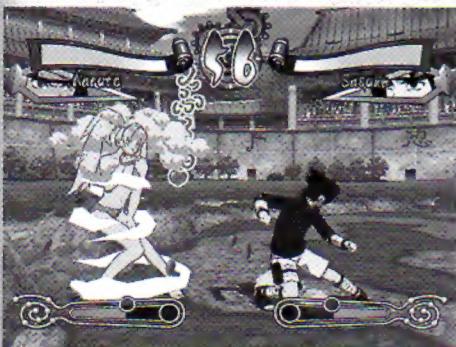
Special Jutsu



When the Chakra Gauge is full, approach the opponent and press the X Button.

If you press the X Button when the Chakra Gauge is full, you will be able to use a Special Jutsu (an ultimate technique with extremely high damage). Depending on the character, it may be necessary to be in close proximity with the opponent when using this technique.

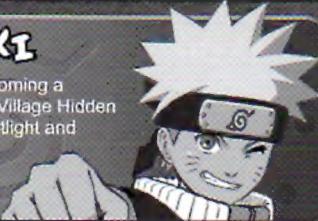
Special Skill



When the opponent is to your right side, you will be able to invoke special techniques such as Sexy Jutsu and provoke your opponent by pressing Control Stick Left + A Button. Techniques will differ according to the character.

NARUTO UZUMAKI

The main character who dreams of becoming a "Hokage", the number one Ninja of the Village Hidden in the Leaves. He loves to be in the spotlight and hates to lose. He doesn't particularly enjoy raw vegetables, and the Nine-Tailed Fox resides within his inner-self.

SPECIAL JUTSU:
NARUTO UZUMAKI BARRAGE

Uses Shadow Clone Jutsu to clone 4 new bodies, uses 3 of the bodies to simultaneously kick the opponent into the air and the last body unleashes a Spinning Heel Drop.



A Ninjutsu/Ninja Tool Attack

A Throw Kunai
(Hold A Button to increase power)

→ A Step forward and swing Kunai

← A Sexy Jutsu (Works while A Button is held down, leading to a lunging punch from behind if the opponent attacks during this Jutsu)

↓ A Vanish like the wind, then suddenly pop up and punch the opponent up into the air from down below

↑ A Throw Kunai diagonally upward

RUN A Swing Kunai on the run

JUMP A Throw Kunai from the air

B Taijutsu

B Punch

→ B Jump forward to grab the opponent's arms and throw them to the ground

← B Punch with momentum (He can also block against the opponent's attacks for a split second)

↓ B Foot sweep from a crouch position

↑ B Jump and kick to make opponent fly

RUN B Body check on the run

JUMP B Swooping punch from the air

Jump +

Throw the opponent onto the ground

COMBO LIST

1	B, B, B, B, B, B	5	Dash A, A, B, B, B, B, A
2	B, B, B, B, B, A	6	Dash A, B, B
3	→ B, B	7	B, A, A, A, A
4	Dash A, A, A, A	8	B, A, A, B, B, B, B, B

SASUKE UCHIHA

A pedigree of the Uchiha family, the most superior clan of the Village Hidden in the Leaves. Graduating at the top of the Academy, he has innately brilliant skills.



SPECIAL JUTSU: LIONS BARRAGE

Pursues an opponent he thrust up into the air, provides a blow while rotating, and ends with consecutive kicks to pound the opponent.



Ninjutsu/Ninja Tool Attack

B Taijutsu

→ Throw Kunai (Hold the A Button to increase the number of Kunai)	B Punch
→ Fire Style: Fire Ball Jutsu (Can use Chakra to keep firing by holding the A Button)	→ B Step forward and backhand blow
← Vanish like the wind, then suddenly pop up from above and knock the opponent down with an axe kick	← B Kick with momentum (He can also block against the opponent's attacks for a split second)
↓ Swing Kunai	↓ B Foot sweep from a crouch position
↑ Throw Kunai diagonally upward	↑ B Jump and kick into the air
RUN Throw Kunai on the run	RUN B Punch on the run
JUMP Throw Kunai from the air	JUMP B Swooping kick from the air

COMBO LIST

1	B, B, B, B, B, B, B	5	◆ B, B, A
2	B, B, A	6	← B, B, B
3	B, B, B, A	7	→ B, B, B
4	B, B, B, B, A	8	↓ A, B, B, B, B, B

SAKURA HARUNO

A young girl with excellent Chakra control skills and memory power. She has had a crush on Sasuke since she was a little girl. She excels in Gakkojuu skills.



SPECIAL JUTSU: INNER SAKURA

The Inner Sakura appears and along with her signature word, "Chai", she unleashes consecutive attacks.



Ninjutsu/Ninja Tool Attack

B Taijutsu

→ Throw Shuriken (Hold the A Button to increase the number of Shuriken)	B Punch
→ Transport instantly behind the opponent	→ B Jump and upper cut
← Transport instantly above the opponent's head if the opponent attacks when in a guard stance	← B Double slap across the face
↓ Swing Kunai and make the opponent float in midair	↓ B Punch from a crouch position
↑ Throw Shuriken diagonally upward	↑ B Short jump and kick
RUN Transport instantly in and behind the opponent from a running motion	RUN B Lunging punch
JUMP Throw Shuriken while in the air	JUMP B Axe kick while jumping

COMBO LIST

1	B, B, B, B, A, A, A	5	◆ B, B
2	B, A, A, A	6	◆ B, A, A
3	B, B, A, A	7	◆ B, A, B
4	B, B, A, B	8	◆ B, B

KAKASHI HATAKE

A member of Leaf Village who is a best friend to Obito and Minato. He is also a distinguished Instructor who has the ability to discover the talents of his students. Obito's teacher, Kakashi, is known for being a leader as the Hokage of the Hidden Leaf.



SPECIAL JUTSU: LIGHTNING BLADE

(Hold to increase the power level)

Collects an enormous amount of Chakra in his hands, runs up, and thrusts "A Thousand Years of Pain." It is only referred to as Lightning Blade when Kakashi uses the technique.



ROCK LEE

A Genin who studies under the Taijutsu genius, Guy. Has no Ninjutsu or Genjutsu skills, but is a hard working prodigy who instills strong spirituality and never gives up. He has a crush on Sakura.



Special Jutsu 1: Primary Lotus

Kicks opponents into the air from below, wraps gauze around the opponents in mid-air, then spins them and throws them onto the ground head-first.



Special Jutsu 2: Hidden Lotus

(Press the X Button while the Gate of Life is open). Opens the Eight Gates from within the body and releases energy, allowing high speed consecutive attacks to take place.



A	Ninjutsu/Ninja Tool Attack	B	Taijutsu
○	Throw Kunai (Hold the A Button to increase the number of Kunai)	○ B	Punch
→	Step forward and swing Kunai	→ B	Short jump and kick
←	Read favorite book (Activates A Thousand Years of Pain if the opponent attacks while reading)	← B	Punch with momentum (Can block against opponent's attack for a split second)
↓	Earth Style: Headhunter Jutsu	↓ B	Backhand blow from a crouch position
↑	Throw Kunai diagonally upward	↑ B	Kick and make the opponent float in midair
RUN	Throw Kunai on the run	RUN B	Slide
JUMP	Throw Kunai from in the air	JUMP B	Swooping elbow attack from in the air

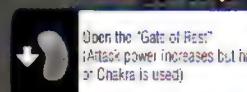
Jump +

Throw the opponent onto the ground

1	B, B, B, B	5	← B, B, B
2	B, B, A	6	← B, B, B, A, A
3	B, B, B, A, A	7	← B, B, B, A, B
4	B, B, B, A, B	8	← B, B, B

A	Ninjutsu/Ninja Tool Attack	B	Taijutsu
○	Step forward and slam opponent with palm	○ B	Backhand blow
→	Leaf Hurricane	→ B	Step forward and elbow attack
←	Shrug off the opponent's attack	← B	Fist attack with momentum (Can block against opponents attack for a split second)
↓	Leaf Whirlwind	↓ B	Stomp on ground with great force
↑	Axe kick while jumping	↑ B	Double kick and make opponent float in midair
RUN	Punch on the run	RUN B	Jump kick on the run
JUMP	Slamming punch while jumping	JUMP B	Swooping kick from the air

THE EIGHT INNER GATES



Open the "Gate of Rest" (Attack power increases but half or Chakra is used)



Open the "Gate of Life" (In exchange for 1HP, Chakra recovers quickly, and the Hidden Lotus Jutsu can be used)

1	B, B, B, B, A	5	A, B, B, A
2	B, B, B, A	6	A, B, A, A, B
3	B, B, A, A, A	7	← B, B, A
4	A, B, B, B, A	8	← B, A

SHIKAMARU NARA

Has a brilliant mind with an IQ of over 200. At the same time, he has absolutely no motivation and lives by the motto, "live peacefully." He has exceptional insight and analytical skills, and also has many rare abilities.



SPECIAL JUTSU: SHADOW POSSESSION JUTSU

Stretches his own shadow, attaches it to the opponent and controls the opponent based on his moves.



Ninjutsu/Ninja Tool Attack

B Taijutsu

Throw sand (Hold the A Button to increase the amount)

B Kick

→ Slash with Kunai

→ B Low Kick

← Special Pose

← B Kick with momentum (Can block against the opponent's attacks for a split second)

↓ Slash underfoot with Kunai

↓ B Foot Sweep

↑ Throw Shuriken diagonally upward

↑ B Double kick and make the opponent float in midair

RUN Throw Kunai on the run

RUN B Jump kick on the run

JUMP Throw sand while in the air

JUMP B Knee the opponent from mid-air and descend rapidly

COMBO LIST

1	B, B, B, A (Setup attack)
2	→ B, B, A
3	← B, A (Setup attack)
4	↓ B, B, B

5	Dash, B, A (Setup attack)
6	B, B, B (After performing Setup attack)
7	B, B, A (After performing Setup attack)
8	B, A, A (After performing Setup attack)

INO YAMANAKA

Sakura's rival and good friend. She gets into cat fights with Sakura over Sasuke. She has the image of being self-centered, but her skills as a ninja are not to be made light of.



SPECIAL JUTSU: MIND TRANSFER JUTSU

Releases her spirit to collide with her opponent and she takes over her opponent's body.



A Ninjutsu/Ninja Tool Attack

B Taijutsu

A Throw Kunai (Hold the A Button to increase the number)

B Punch

→ A Slash while sliding

→ B Elbow attack that sends the opponent flying

← A Transport instantly behind the opponent if attacked while in guard stance

← B Open handed slap with momentum (Can block against the opponent's attacks for a split second)

↓ A Swing Kunai and make the opponent float in midair

↓ B Foot sweep

↑ A Throw Shuriken diagonally upward

↑ B Double kick while rotating forward

RUN A Throw Kunai on the run

RUN B Jump kick on the run

JUMP A Throw Kunai from the air

JUMP B Mid-air rotating kick

COMBO LIST

1	B, B, B, B, B, B
2	B, B, B, B, B, A
3	B, B, B, B, A
4	B, B, B, A

HINATA HYUGA

Successor of the distinguished Hyuga family, and filled with a kind spirit, she does not enjoy fighting. Because of this, her father dismisses her and she continues to train as a Genin. Shy and introverted, she secretly has feelings for Naruto.



SPECIAL JUTSU: GENTLE FIST

Game original technique whereby she moves to the opponent's blind spots and strikes them with intense blows.



KIBA INUZUKA

Temperamental and wild-natured, he always travels with his faithful companion and Ninja Dog, Akamaru. Kiba fights based on instinct rather than theory. He appears as a harsh and rough character, but he cares for his allies.



SPECIAL JUTSU: MAN BEAST CLONE - FANG OVER FANG

Akamaru, who turns into Kiba, and Kiba, who turns into a beast, rotate their bodies simultaneously and body slams at high speeds into their opponent. This attack is characteristic of Akamaru and Kiba's perfect pairing.



A Ninjutsu/Ninja Tool Attack

B Taijutsu

Throw Shuriken (Hold the A Button to increase the number of Shuriken)	B Strike with palm
→ Transport instantly behind the opponent and strike with palm	→ B Strike with both palms
← Evade the opponent's attacks when in guard stance and creates a diversion	← B Palm strike with momentum (Can block against the opponent's attacks for a split second)
↓ Slash opponent's feet with Kunai	↓ B Low stance palm strike
↑ Throw Shuriken diagonally upward	↑ B Rotate body in air while striking
RUN A Strike with palm from a running motion	RUN B Strike with palm on the run
JUMP Throw Shuriken from in the air	JUMP B Punch from the air

COMBO LIST

1	B, B*, B, B, B	5	♦ B, B*, B
2	B, B*, B, B, A	6	♦ B, B, A, A*
3	B, B*, B, A, B, B, B	7	♦ A, B, B*, B
4	B, B*, B, A, B, B*, A, A*	8	♦ A, B, B, A, A*

When these button commands are entered, press the Y Button to conduct a feint. The feint will end the combo but will bring the character closer to the enemy than before.

A Ninjutsu/Ninja Tool Attack

B Taijutsu

A Have Akamaru face the opponent and lunge at them (Hold the A Button to charge the attack)	B Punch
→ Two consecutive scratch attacks	→ B Low Punch
← Teleport behind the opponent when in guard stance and attack	← B Low Kick (Can block against the opponent's attacks for a split second)
↓ If Kiba receives damage while pressing the A Button, Akamaru will automatically Counter Attack	↓ B Foot sweep
↑ Throw Shuriken diagonally upward	↑ B Kick with momentum
RUN A Elbow attack from a running motion	RUN B Charge forward while rotating body (Can repeat in any direction)
JUMP A Throw Shuriken from in the air	JUMP B Charge forward while rotating body in mid-air (Can repeat in any direction)

Jump +

Throw the opponent onto the ground

COMBO LIST

1	B, B, B, B	5	♦ B, A
2	B, B, B, A, A, A, B	6	♦ B, B, B, B
3	B, B, B, A, A, B, B	7	♦ B, B, B, A, A, B
4	B, B, A, A, A	8	♦ B, B, B, A, B, B

GAARA

A Ninja of the Village Hidden in the Sand, born imbued with an incarceration of sand within his body due to his mother's Jutsu. He has a unique Jutsu using sand collected inside of a gourd.

**SPECIAL JUTSU: SAND COFFIN - SAND BURIAL**

Uses the sand collected inside of the gourd to bury opponents and uses the pressure from the sand to crush them, providing great damage.

**Ninjutsu/Ninja Tool Attack****Taijutsu**

A Throw sand (Hold the A Button to increase damage)

B Punch

→ A Sand attack in forward direction

→ B Step Forward and Backhand Blow

← A Teleport behind the opponent when attacked in guard stance

← B Punch with momentum (Can block against the opponent's attacks for a split second)

↓ A Build a wall of sand around yourself

↓ B Foot sweep

↑ A Attack faraway opponents with sand

↑ B Knee opponent

RUN A Cover yourself in sand and slide

RUN B Kick while running

JUMP A Throw sand from mid-air

JUMP B Kick from mid-air

IRUKA UMINO

Along side his wife, he is the teacher of the Nine-Tailed Fox Spirit. Because of this, he is a kind-hearted Academy Instructor who understands pain, and he oversees and protects Naruto and his gang. A gifted Chunin with exceptional skills.

**SPECIAL JUTSU: LIGHTNING BOLT ATTACK**

With his large Shuriken that he unleashes from the sky, he seals the opponent's moves and delivers a powerful strike. An original move for Clash of Ninja.

**Ninjutsu/Ninja Tool Attack****Taijutsu**

A Throw Shuriken (Hold the A Button to increase the number of Shuriken)

B Punch

→ A Transport instantly behind opponent

→ B Step forward and strike with a backhand

← A Attack from above if opponent attacks when in guard stance

← B Backward spinning kick (Can block against the opponent's attacks for a split second)

↓ A Swing Kunai

↓ B Foot sweep

↑ A Throw Shuriken diagonally upward

↑ B Short jump and kick

RUN A Upper cut from a running motion

RUN B Kick with heel on the run

JUMP A Throw Shuriken from in the air

JUMP B Swiping kick from the air

COMBO LIST

1	B, B, B, B, B	5	B, B, B, B, B
2	B, B, B, B, A, A	6	→ B, B, B
3	B, B, A, A	7	→ B, A, A
4	B, B, A, B, B	8	→ B, A, B, B

! Note: This character cannot be selected in the beginning of the game. Collect money and acquire this character in the shop (see page 13 for details).

NEJI HYUGA

Destined to sacrifice his life in order to protect his Hyuga Main Branch. He constantly worries about his future and ambitions. Hyuga is most powerful user of the Byakugan.



SPECIAL JUTSU: GENTLE FIST / 8 TRIGRAMS 64 PALMS

Neji uses his 360° degree vision from Byakugan and creates an 8 Trigram circle then strikes opponents within that circle with intense, consecutive attacks to 64 areas on the body.



KANKURO

A Ninja from the Village Hidden in the Sand, who constantly carries an eerie Puppet, Crow, on his back. He enjoys fighting and is cruel and brutal, but is fearful of his brother, Gaara, and will not reveal his true self in front of him.



SPECIAL JUTSU: PUPPET MASTER JUTSU

Releases Chakra in a line and manipulates the Puppet, Crow, to torture opponents.



A	Ninjutsu/Ninja Tool Attack	B	Taijutsu
Ⓐ	Throw Kunai (Hold the A Button to Increase the number of Kunai)	Ⓑ	Strike with palm
→ Ⓛ	Stab opponent 3 times (Decreases the opponent's Chakra)	→ Ⓛ Ⓛ	Strike with both palms
← Ⓛ	8 Trigrams Palms Rotation (If you receive an attack while waiting, you will Counter Attack)	← Ⓛ Ⓛ	Use palm to strike with momentum (Can guard against enemy attacks for a brief moment).
↓ Ⓛ	Swing Kunai	↓ Ⓛ Ⓛ	Foot sweep
↑ Ⓛ	Throw Shuriken diagonally upward	↑ Ⓛ Ⓛ	Kick with momentum
RUN Ⓛ	Kick with both feet from a running motion	RUN Ⓛ Ⓛ	Elbow attack while running
JUMP Ⓛ	Throw Kunai from the air	JUMP Ⓛ Ⓛ	Jump, elbow attack and descend rapidly

A	Ninjutsu/Ninja Tool Attack	B	Taijutsu
Ⓐ	Throw a smoke bomb. If the opponent hits the wall, it explodes. (Hold the A Button to increase the explosion)	Ⓑ	Punch
→ Ⓛ	Thrusts forward and attacks	→ Ⓛ Ⓛ	Low thrust attack
← Ⓛ	Puff back Crow towards you	← Ⓛ Ⓛ	Punch with momentum (Can guard against enemy attacks for a brief moment)
↓ Ⓛ	Rotates and rises	↓ Ⓛ Ⓛ	Low punch
↑ Ⓛ	Throw Kunai diagonally upward	↑ Ⓛ Ⓛ	Flip in the air and go behind the opponent
RUN Ⓛ	Thrusts forward while rotating	RUN Ⓛ Ⓛ	Slide in from a dash
JUMP Ⓛ	Throw Kunai from the air	JUMP Ⓛ Ⓛ	Punch that pounds opponent

COMBO LIST

1	Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ	5	→ Ⓑ, Ⓑ, Ⓑ
2	Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ	6	→ Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ
3	Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ	7	→ Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ
4	Ⓑ, Ⓑ, Ⓑ, Ⓑ	8	→ Ⓑ, Ⓑ

! Note: This character cannot be selected in the beginning of the game. Collect money and acquire this character in the shop (see page 13 for details).

*When these button commands are entered, press the Y Button to conduct a feint. The feint will end the combo but will bring the character closer to the enemy than before.

COMBO LIST

1	[1] Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ	5	[1] Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ
2	[1] Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ	6	[1] Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ (loop back to [1])
3	[1] Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ	7	[1] Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ, Ⓑ (loop back to [1])
4	[1] Ⓑ, Ⓑ, Ⓑ, Ⓑ	8	[1] Ⓑ, Ⓑ, Ⓑ, Ⓑ

! Note: Techniques six and seven can be looped back to the beginning of any combo, but you can only loop around once each combo!

! Note: This character cannot be selected in the beginning of the game. Collect money and acquire this character in the shop (see page 13 for details).

HAKU

Picked up by Zabuza when he was little, he remains a loyal attendant. He has innate abilities as a Ninja and keeps the Kekkei Genkai Ability hidden within himself.

**SPECIAL JUTSU: CRYSTAL ICE MIRRORS**

Only Haku's clan possesses the Kekkei Genkai Ability. He attacks by moving ice mirrors generated in front of opponents at high speed.

**ZABUZA MOMOCHI**

Swings around an enormous cleaver, has killed many important figures, and is known as the "Demon Hidden in the Mist". Cruel and atrocious, he is notorious for being blood-thirsty.

**SPECIAL JUTSU: SILENT KILLING TECHNIQUE**

Uses Chakra to collect water and create mist. He then appears freely throughout the mist and slash attacks the opponents.

**A Ninjutsu/Ninja Tool Attack**

A Throw Senbon (Hold the A Button to increase power)

→ A Swing Senbon while spinning

← A Attack from above if the opponent attacks when in a guard stance

↓ A Swing Senbon from a crouching position

↑ A Throw Senbon diagonally upward

RUN A Throw Senbon on the run

JUMP A Throw Senbon from the air (Hold the A Button to make the Senbon stop in the air and face the opponent)

B Taijutsu

B Punch

→ B Step forward and elbow attack

← B Jump kick with momentum (Can block against the opponent's attacks for a split second)

↓ B Foot sweep

↑ B Cartwheel and double kick

RUN B Jump kick on the run

JUMP B Grab opponent's arms and throw them to the ground

A Ninjutsu/Ninja Tool Attack

A Swing Guillotine Sword

→ A Swing Guillotine Sword from the side (Hold the A Button to increase power)

← A Transport instantly behind the opponent if the opponent attacks when in a guard stance

↓ A Swing Guillotine Sword at the legs

↑ A Disappear and swing Guillotine Sword from up above

RUN A Kick with momentum

JUMP A Jump and swing Guillotine Sword

B Taijutsu

B Punch

→ B Step forward and elbow attack

← B Punch with momentum (Can block against the opponent's attacks for a split second)

↓ B Punch that slams opponent down

↑ B Short jump and kick

RUN B Head butt on the run

JUMP B Lunge sword downward

COMBO LIST

1	B, B, B, B, B
2	B, B, B, A, A
3	B, B, B, A, B, B
4	B, B, B, A, B, A, A

5	B, B, A, A
6	B, B, A, B
7	→ B, B, B
8	→ B, A, A



Note: This character cannot be selected in the beginning of the game. Collect money and acquire this character in the shop (see page 13 for details).

COMBO LIST

1	B, B, B, B
2	B, B, B, A, A, A, A
3	B, B, B, A, A, A, B
4	B, B, A, A, A
5	A, A, A, A
6	A, A, A, B
7	A, B, B
8	→ B, B



Note: This character cannot be selected in the beginning of the game. Collect money and acquire this character in the shop (see page 13 for details).

MIGHT GUY

Rock Lee's mentor, and Leaf Village's most intense soul. A Taijutsu specialist who worships youth, sweat, and tears.



SPECIAL JUTSU: AGONIZING EMBRACE OF YOUTH

After pounding with the intense fist of youth, he hugs the opponent with extreme intensity and breaks their back. An original move for Clash of Ninja.



A	Ninjutsu/Ninja Tool Attack	B	Taijutsu
A	Step forward and strike with palm	B	Backhand strike
→ A	Leaf Hurricanes	→ B	Step forward and backhand
← A	Evade opponent's attacks and create a momentary diversion	← B	Use palm and strike with momentum (Can guard against the enemy's attacks for a brief moment)
↓ A	Leaf Whirlwind	↓ B	Stamp the ground
↑ A	Heel drop from a jump	↑ B	Double kick
RUN A	Punch from a dash	RUN B	Jump kick from a dash (Dynamic Entry)
JUMP A	Pounding punch from a jump	JUMP B	Kick from mid-air

COMBO LIST

1	B, B, B, B, A	5	A, B, B, A
2	B, B, B, A	6	A, B, A, A, A
3	B, B, A, A, B	7	→ B, B, A
4	A, B, B, B, A	8	→ B, A

! Note: This character cannot be selected in the beginning of the game. Collect money and acquire this character in the shop (see page 13 for details).

! There are even more characters to unlock in *Naruto: Clash of Ninja 2*. Collect money and complete the Story Mode to find out who!

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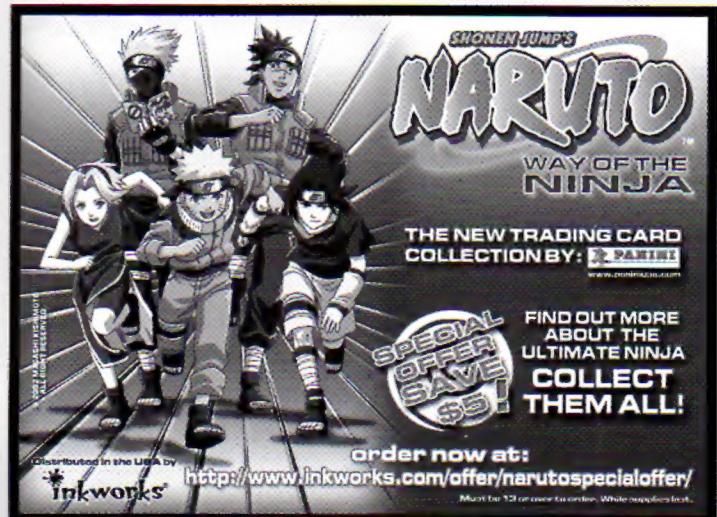
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